

# An Introduction to Design Thinking



Design the **IDEAL** classroom:

1) Design a **BETTER** classroom:

*sketch* your best idea here:

00:04

That was a  
**Problem Solving** approach  
to innovation...

Let's try a  
**Design Thinking** approach  
to innovation...

GAIN EMPATHY by engaging users (Phase 1-Discovery):

1)Interview 1:

Ask your partner to introduce themselves to you by walking you through their teaching day/week. Ask questions.

NOTES/SKETCHES:

00:05 per person

INSIGHTS:

00:01 per person

2) Interview 2:

Go deeper. Find out more about your partner. Dig for stories.

NOTES/SKETCHES:


00:03 per person

INSIGHTS:

00:01 per person

Articulate your current POINT OF VIEW (Phase 2-Interpretation): EMPATHY

3) Inventory possible NEEDS:



\_\_\_\_\_


name

things they are trying to do (needs):

ways they want to feel (insight/meaning):

00:03

4) DEFINE a Problem Statement:



\_\_\_\_\_

name

NEEDS TO \_\_\_\_\_

user's need

in a way that makes them FEEL


\_\_\_\_\_

insight/meaning

[my problem statement]

00:03

to bring to the next page!

d. 

better ways to foster learning and innovation

## 5) Ideas for designing a **BETTER** classroom (Phase 3 - Ideation):

sketch/write your ideas here:

00:05

d. 

Generate alternatives to test:

Phase 4-PROTOTYPING

## 6) Sketch **3-7** RADICAL ways to meet your user's needs:

[put problem statement here]

00:05

## 7) **SHARE** your solutions + **CAPTURE** feedback.

00:03 per person

# Synthesize Learning:

8) REFLECT to deepen your EMPATHY:


New things I've learned about my partner and his/her NEEDS:

New things I've learned about my SOLUTIONS and my APPROACH to meet my partner's needs:

00:03

## FEEDBACK

9) (RE)DEFINE your Problem Statement:



\_\_\_\_\_

name

NEEDS A WAY TO \_\_\_\_\_

user's need


in a way that makes them FEEL

\_\_\_\_\_

insight/meaning

[my problem statement]

to bring to the next page!

d. 

00:02

# PHASE 5: REFINEMENT

## EMPATHY + PROTOTYPING + FEEDBACK

10) Generate a new SOLUTION

[put problem statement here]

Sketch your big idea, note detail if necessary!

00:03

RAPID PROTOTYPING + FEEDBACK

1 1) BUILD your solution.

Make something your partner can interact with!

[not here]

00:08

1 2) SHARE your solution + CAPTURE feedback.

+ [What worked...	- What could be improved...
? Questions...	! Ideas...

00:05 per person

d.

BE MINDFUL of your innovation process:

REFLECT

1 3) REFLECT on your design thinking process:

1. Was your final design the same or different than your ideal design?

2. Where did you get stuck?

3. When did you get your a-ha's?

4. How did EMPATHY contribute to your design?

5. How did PROTOTYPING alternatives contribute to your design?

6. How did FEEDBACK contribute to your design?

7. How would you improve your process?

00:05

## NOTES:

